



Januray 20th, 2012

This week the EA Spring 2012 team moved into it's space here inside the Office of the Chief Creative Officer. The OCCO has tasked us with creating a game using WebGL that will redefine the expectations of browser-based gaming. WebGL is an exciting new technology that allows you to play immersive 3D games without downloading a plug in.

To start, the team has been broken into two teams of five. For the first two weeks of the project, these teams will be re-skinning and adding features to a game demo created by the OCCO. The teams will be competing to create the most fun game they can, and on January 31st both teams will present their games to the Chief Creative Officer himself, Rich Hilleman.

These prototypes, the details of which are under wraps, will be the foundation for the rest of the semester. We'll take the best ideas of both and expand upon them to create our final product.

One of the most exciting parts about this project is that we are working so closely with the OCCO. Our teams are working side by side. It's extremely convenient to be able to discuss and solve problems just by walking to their desks.

In fact, every student has been given a mentor that can speak to their respective role on the project, whether that be design, production, audio, or engineering.

On Wednesday, Michael John, Senior Creative Director, ran a board game challenge with our team and our mentors. We broke into three groups and were given 2 hours to create a board game, doing two rounds of 30 minute design and 20 minute playtest. It was a great opportunity to get to know our client and to see how our team works as a group.

On Friday, Joe Sutton, the team's Networking mentor, ran us through several networking tutorials using javascript and node.js. These tutorials gave us many of the tools that we'll need to develop our game for the rest of the semester.

Our close proximity and relationship with the OCCO this semester will be a great help to us on the road to success. We are very excited to be working with them.



TEAM:

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